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HELPFUL TIPS: ALSO READ IN MIRACLE WORLD

Crash Ledge Sequence:

Run over the Sun Box.
Run over the Sea Monster Box.
Run over the Moon Box.
Run over the Star Box.
Run over the Sun Box.
Run over the Moon Box.
Run over the Top Mystery Box.
Run over the Fish Box.
Run over the Star Box.
Run over the Fish Box.



Upon completing the above sequence, a crown will appear on the ledge with three pillars. Grab the crown and a secret message will appear! Read the message.

To Continue the Game:

When the words "GAME OVER" appears on the screen, press and hold the control pad in the "up" direction and push button B on the control pad eight times. This procedure should enable you to continue play, but you must have 1400 or more.

Long Range Blasting:

At the beginning of the game, you will come across a box marked with a "W" (quantity mark). When you punch the box, you will receive a ring. Upon capturing the ring, press the power button on the power base, press button F1 on the control pad, then press the power button again to return to the first screen. Now each time you punch a long range object will shoot out. You will only be able to use this function prior to being under water.

In Stage Games:

The room with the boxes of the "Fish", the "Wave" and the "Star"...in area "D" of the map below, punch the "Fish" and the "Wave" box once, then a cage which has 1500 points will open. Save the 1500 and go to area "D" to find a personal letter. After the letter has been found, go to area "A" and this round will be cleared. "W" means a special stone - signal from "W" to "W".

The Submarine Castle Map:



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THE SEGA IS KEMARLE WORLD continued

The Secret Red Castle

Now Alex is inside the castle of Jackson the Great, there are two rooms with ceilings with spikes. The first room with the hanging ceiling contains a "FISH" and the second one does not. Punch the "FISH BOX" on the left wall in the 1st with the dropping ceiling and the ceiling will come to fall. Also, the fish comes up for you to die down to the next room.

The second room with the dropping ceiling does not contain a "FISH BOX" so just die at fishing, on the other side. You can make fall!

Pink Boxes

Punch the Pink Boxes to make the exit. The Pink Boxes will not disappear when hit them, so just hit them and go. (They will not break)

In Stage Five

There are two boxes marked with a "B" (question mark) in Stage Five. The first marked with a "B" you will come across contains a Ghost! So be careful and in that one. The second box marked with a "B" contains an extra life, so punch it.

Rock/Paper Game: Hammer, Day

Rock first then Scissors. When he scores stuff at you, punch and punch him! second Day- Same as he does. Whatever he do you do. Scissors/Paper third Day- Paperhead tries to beat you. What you are he tries to beat. He fails.

Rock/Paper Game: Hammer, Top

The second time you play against Paperhead, run to the left and back to as far as possible. Shoot towards the bottom of the screen when his head comes toward. Shoot it three times.

In the second game, their heads come off! After you have won watch out. . . . heads will roll. They are trying to catch you. If they do, you will die. . . . two heads three times!

To kill the Hammer

Ham will come across a Hammer in the water. To kill him you must punch him in three times.

To kill the Dragon

Ham will come across an Dragon in the water. To kill him you must punch in the Dragon. (One at a time).

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PLAY KID IS HIMSELF MORE CONTINUED

You are now faced with "JUNKIE THE GUY!" Play Junkie with him. Watch out he'll be violent!

A whole selection of play. Rock, then change to Paper before the music stops. Rock, then change to scissors before the music stops.

For you win, he will get mad and then talk at you. You will need to punch him in the forehead twice in order to continue on. Once you hit him there will be a sound effect. Take the present and said at the top left portion of the screen. At the top of the ladder in the next room, a young girl has a message for you!

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